



ROLL THE DICE
BATALLA

ROLLING WITH EMPHASIS

Sometimes a special ability or spell tells you that you have advantage or disadvantage on an ability check, a saving throw, or an attack roll. When that happens, you roll a second d20 when you make the roll - Use the higher of the two rolls if you have advantage, and use the lower roll if you have disadvantage.

“Rolling With Emphasis” is a new mechanic introduced by Brennan Lee Mulligan, where the player is prompted to roll two d20s and take the result furthest away from 10, which increases the likelihood for either a natural 1 or a natural 20.

ROLLING 2D20 & TAKING THE RESULT FURTHEST AWAY FROM 10

“I’d call that an emphasis* roll; **when you’re in a situation where you’ll likely succeed well** (get past the moss without slipping) **or fail miserably** (slip badly and slide back down to where you were but now wet and muddy), **and where middling results are less likely** (if you slip a little you’re not likely to be able to grab on and then keep going without additional difficulty).”

-Random Youtube Theorist

This kind of roll could be sparsely called for but makes for more definitive narrative results when employed. This is a tool to build suspense, and allow more coherent results when weaving together the outcome of a narrative.

If you roll two numbers equidistant from 10 (such as 7 and 13), you roll again.

ROLLING WITH EMPHASIS COULD OCCUR WHEN...

1. YOUR DM CONSIDERS ABILITY CHECKS NOT BY DC BUT BY THE QUALITY OF THE ROLL.

According to the Dungeon Master’s Guide, ability checks are judged on predetermined Difficult Class (DC), where if a player does not meet the required number, their intended action fails. Many dungeon masters several years out from the start of fifth edition no longer adjudicate in such a binary manner, and this mechanic only works if the DM judges rolls on a curve instead of pass/fail.

2. YOU HAVE NEITHER ADVANTAGE NOR DISADVANTAGE ON AN ABILITY CHECK, ATTACK ROLL OR SAVING THROW.

Making someone roll for emphasis when they would normally have either advantage or disadvantage can rob the player of consequences that they have spontaneously crafted for themselves or their party.

3. THE SITUATION IS SO THAT EITHER SUCCESS OR FAILURE ARE THE ONLY TWO OUTCOMES, AND GREAT SUCCESS AND FAILURE AT THAT.

This mechanic is at its best when it deals with tense, consequential rolls.

4. WHEN THE DM WOULD TRADITIONALLY ASK A PLAYER TO ROLL A D20 WITHOUT MODIFIERS TO DETERMINE AN OUTCOME, AND BINARY OUTCOMES ARE EXPECTED.

Many times in a campaign the outcome of a certain course of action is determined by the roll of a d20, from random encounter tables to even the result of whether or not a character lives or dies in a narrative moment. This method could replace a flat determinant roll for an exciting moment.

5. (OPTIONAL) YOU WANT TO REPLACE THE CANCELLATION OF ADVANTAGE/DISADVANTAGE WITH THIS NEW MECHANIC

This is a deviation for what this was intended for, but still works quite well if you don’t mind the crunch.

VARIANT RULE: TIEBREAKERS

If you roll two numbers equidistant from 10 (such as 7 and 13), you take the higher result.